

# TEMPLE OF TUNE

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S O U N D   D E S I G N E R S

## Delivery Specs

Entries marked \* are mandatory

### 1.1 EDL

Complete timeline:

Direct Sound EDL \*

Picture Cuts EDL \*

Scenes EDL

**From Avid**

- CMX3600 Edl with "include source table with saved EDL" (A-mode)

**From Final Cut Pro 7.0 (FCP7)**

- CMX3600 Edl (A-mode)

**From Final Cut Pro X (FCPX)**

- CMX3600 Edl (A-mode)

**From Da Vinci Resolve**

- (To be found in Media page, right click on a sequence) Export Video & Scenes.

**EDLs for film scanning**

- CMX3600 Edl (A-mode)

- CMX3600 Edl (C-mode)

**Important**

For FCP7 CMX3600-edls make sure that the EDL-notes include "File names".

## 1.2 Quicktime Video Playout Reference

The offline-playout can include image-repositioning and other simple effects for reference. However these effects must be removed before export of edls / aaf / xml

### Fileformat:

- Quicktime Prores422LT (or HQ) 1080p or 720p, 25fps or 24fps according to project framerate.
- Quicktime DNxHD 1080p or 720p, 25fps or 24fps according to project framerate.

### Visible info in reference picture

*(Italic entries are optional. When applied, keep them small, away from the action)*

- *Sequence name*
- *VFX Shot ID* (Refers to the approved shot-id from the vfx-breakdown. Use numbering with increments of 10)
- *Scene ID*
- **Master TC for entire feature \* (BITC)**
- *Act / Reel TC*
- *Source Clip Name* (The data-filename of the original camera source file)
- *Source TC* (from original source file)

## 1.3 Audio Export

### Disc including all location recordings, including sound reports

- Reference audio mix (may be included in Video reference) –including Slate (2pop) – see section 2.1
- Individual exports (AAF/OMF) of Location sound, (Temp) Music and (Temp) SFX.
- AAF/OMF Export all audio tracks – Each track contains Slate (2pop) – see section 2.1
- AAF Export –if possible- to one file (Media referenced media not advised)
- Tracks are properly named and audio is accordingly arranged.**
- Audio format: 48kHz – 24 or 16 bit

### From Da Vinci Resolve

- AVID AAF preset / MXF audio (not WAV)
- Choose export without video, but still with handles selected on the video tab (18 frames).

### From Final Cut Pro X (FCPX)

- Use third party tool X2Pro to export as AAF. (<https://x2pro.net/>)
- Know that FCPx doesn't export all metadata, source timecode for example will be lost.
- All effects must be rendered before export
- To avoid problems, please convert all audio to 48kHz before export

## 2. PREPARING TIMELINES FOR EXPORT

### 2.1 Sync slates, first and last frame slates (2pop)

- Identification slate (name of project / version / date) TC 00:59:50:00 - 00:59:55:00

- Insert a sync-slate 48 frames before the first active image in the movie / act / reel, slate duration 1 frame. e.g. TC 00:59:58:02 (25fps), 00:59:58:00 (24fps).



or



- Audio slate is exactly 1 frame long and is placed at the same timecode as the visual sync frame.

#### TV series

Episode 01: Programstart TC 01:00:00:00

Episode 02: Programstart TC 02:00:00:00

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Episode 10: Programstart TC 10:00:00:00

Always include sync / first frame next / last frame slates in each episode.

### 3. NAMING CONVENTIONS

- **Illegal characters:** æ ø å "spacebar" ! ? ( ) / \ % & \$ # @ \* { } [ ] + \* = ' , ; ;
- Legal characters: numbers (0 - 9), letters (a - z), \_ (underscore), . (fullstop)
- Use lower-case lettering for all filenames and foldernames (**DO NOT USE ALL CAPITALS!!!!**)
- Always include version numbers, v01, v02, v03 . . . etc
- Always use leading zeros for filenames / folders. 001, 002, 003 . . . etc, not 1, 2, 3 . . . etc
- Avoid words as "Final", "Master", "New", "Newer", "Newest", "Correction", "Def"

#### edl

projectname\_r01\_ftr\_cmx3600\_trk01\_v01.edl  
projectname\_r01\_ftr\_file32\_trk01\_v01.edl

#### qt playout

projectname\_r01\_ftr\_off\_1080p24\_prolt\_v01.mov (reel01 from a feature film)  
projectname\_ep01\_off\_1080p25\_prolt\_v01.mov (episode 01 from a TV-series)

#### Description

filmname = max 8 char  
r01 = reel / act 1  
ep01 = episode 1  
ep201 = episode 1 of season 2 (TV-series)  
off = offline  
ftr = feature film  
trl = trailer  
tsr = teaser  
sht = short film  
ugr = ungraded  
prolt = Prores LT codec  
dnxhd36 = Avid DNxHD36 codec  
1080p24 = Full HD 1920x1080pixels, 24 fps  
trk01 = videotrack 01  
v01 = version number 01  
hd = HD 1920x1080 pixels  
##### = 7 digit padding (file sequence numbering), must match the sequence timecode

### ANY QUESTIONS?

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